



performance image of an instructor corresponding the clicked problem point; and

displaying said improved performance image of an instructor,


wherein said electronic means displays the main heading section, the subheading section, a performance image corresponding to the clicked problem point, the improved performance image of an instructor, the clicked problem point, and at least one method for overcoming the clicked problem point, and said method is presented in at least one of diagrammatic representation, letters, and speech sound, and

the clicked problem point is a concrete problem of the learner in actually practicing said sport, hobby, an amusement game or a daily activity.

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2. An instructional method according to Claim 1, further comprising a step of utilizing a DVD (digital video disc) system as the electronic means for recording, editing, processing through operations and searching the data of the said examples of individual problem points as well as methods for improvement.
 3. An instructional method according to Claim 1, further comprising a step of utilizing an Internet system, as the electronic means for recording, editing, processing through operations and searching the data of the said examples of individual problem points as well as methods for improvement.
 4. An instructional method according to Claim 1, further comprising a step of utilizing a computer system, as the electronic means for recording, editing, processing through operations and searching the data of the said examples of individual problem points as well as methods for improvement.
 5. An instructional method according to Claim 1, further comprising a step of overlapping lines or grid lines on the performance image corresponding to the clicked problem point and the improved performance image of an instructor as criteria for improvement.
 6. An instructional method according to Claim 2, further comprising a step of overlapping lines or grid lines on the performance image corresponding to the clicked problem point and the improved performance image of an instructor as criteria for improvement.

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7. An instructional method according to Claim 3, further comprising a step of overlapping lines or grid lines on the performance image corresponding to the clicked problem point and the improved performance image of an instructor as criteria for improvement.
 8. An instructional method according to Claim 4, further comprising a step of overlapping lines or grid lines on the performance image corresponding to the clicked problem point and the improved performance image of an instructor as criteria for improvement.
 9. An instructional method according to Claim 1, wherein the performance image corresponding to the clicked problem point and the improved performance image of an instructor are displayed, respectively, without overlap.
 10. An instructional method according to Claim 2, wherein the performance image corresponding to the clicked problem point and the improved performance image of an instructor are displayed, respectively, without overlap.
 11. An instructional method according to Claim 3, wherein the performance image corresponding to the clicked problem point and the improved performance image of an instructor are displayed, respectively, without overlap.
 12. An instructional method according to Claim 4, wherein the performance image corresponding to the clicked problem point and the improved performance image of an instructor are displayed, respectively, without overlap.
 13. An instructional method according to Claim 5, wherein the performance image corresponding to the clicked problem point and the improved performance image of an instructor are displayed, respectively, without overlap.
 14. An instructional method according to Claim 6, wherein the performance image corresponding to the clicked problem point and the improved performance image of an instructor are displayed, respectively, without overlap.
 15. An instructional method according to Claim 7, wherein the performance image

corresponding to the clicked problem point and the improved performance image of an instructor are displayed, respectively, without overlap.

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16. An instructional method according to Claim 8, wherein the performance image corresponding to the clicked problem point and the improved performance image of an instructor are displayed, respectively, without overlap.
 17. An instructional method according to Claim 1, wherein the performance image corresponding to the clicked problem point and the improved performance image of an instructor are still images or moving images.
 18. An instructional method according to Claim 1, wherein the performance image corresponding to the clicked problem point, the improved performance image of an instructor, and said method for overcoming the clicked problem point are recorded on a recording medium as a reference for the learner.
 19. An instructional method according to Claim 1, wherein said sport is an individual sport including golf, fishing, tennis, or table tennis.
 20. An instructional method according to Claim 1, wherein said sport is a team sport including baseball, soccer, or basketball.
 21. An instructional method according to Claim 1, wherein said sport is a combative sport including sumo, wrestling, judo, or boxing.
 22. An instructional method according to Claim 1, wherein said sport is an outdoor sport including surfing, skiing, skating, or swimming.
 23. An instructional method according to Claim 1, wherein said sport involves pursuing an object, and said sport is fishing or hunting.
 24. An instructional method according to Claim 1, wherein said hobby or said amusement game is go, chess, shogi, dance, or billiards.

25. An instructional method according to Claim 1, wherein said daily activity is a medical treatment, a beauty treatment, weight training, flower arrangement, floral art, or cooking.

Please add the following new claims:

26. An instructional method according to Claim 1, wherein the performance image corresponding to the clicked problem point is the most closely approximate image depicting the concrete problem of the learner stored in the electronic means.
27. An instructional method according to Claim 26, further comprising steps of:
preparing several performance images for each of the basic examples of problem points;
displaying several performance images associated with the clicked problem point for the learner to determine the most closely approximate image therein which depicts the concrete problem of the learner.
28. An instructional method according to Claim 1, further comprising a step of: taking a performance image of the learner which depicts the concrete problem of the learner as the performance image corresponding to the clicked problem point.
29. An instructional method according to Claim 1, wherein the concrete problem of the learner is determined by the learner.
30. An instructional method according to Claim 1, further comprising steps of displaying a question form and analyzing entries by the learner addressed to the question form so as to determine the concrete problem of the learner.
31. An instructional system for a sport, a hobby, an amusement game or a daily activity, comprising:
means for displaying a main heading section of a plurality of basic examples of problem points and a concrete subheading section as clicked by a learner on one of the basic examples of problem points; and

means for recording, editing and searching one improved performance image of an instructor corresponding the clicked problem point, wherein

wherein the means for displaying also displays a performance image corresponding to the clicked problem point, the improved performance image of an instructor, the clicked problem point, and at least one method for overcoming the clicked problem point, said method is presented in at least one of diagrammatic representation, letters, and speech sound, and

the clicked problem point is a concrete problem of the learner in actually practicing said sport, hobby, an amusement game or a daily activity.

32. An instructional software for a sport, a hobby, an amusement game or a daily activity, comprising:

a module for displaying a main heading section of a plurality of basic examples of problem points and a concrete subheading section as clicked by a learner on one of the basic examples of problem points; and

a module for recording, editing and searching one improved performance image of an instructor corresponding the clicked problem point, wherein

wherein the module for displaying also displays a performance image corresponding to the clicked problem point, the improved performance image of an instructor, the clicked problem point, and at least one method for overcoming the clicked problem point, said method is presented in at least one of diagrammatic representation, letters, and speech sound, and

the clicked problem point is a concrete problem of the learner in actually practicing said sport, hobby, an amusement game or a daily activity.